

**COLECO ENTERTAINMENT SOFTWARE**

# **JEOPARDY!**

**TRIVIA WITH A TWIST**



***The answer is the question in this home video version of one of TV's favorite game shows!***

***For One to Three Players***

**COLECO**  
ELECTRONICS

***Digital Data Pack for ADAM™ The ColecoVision® Family Computer System***

*Your host, ADAM™, presents...*

# JEOPARDY!

Welcome to JEOPARDY!—the game where **we** supply the answers and **you** provide the questions. It's trivia with a twist!

Our game is played by three contestants. There are six categories on each JEOPARDY! board. Contestants select a category, then choose the dollar amount of an answer in that category. And a Daily Double hidden somewhere on the board can mean extra earnings for one lucky player!

In DOUBLE JEOPARDY!, the dollar amounts are doubled for each answer in every category. The answers are more difficult and there are two Daily Doubles hidden somewhere on the board!

FINAL JEOPARDY! gives contestants the opportunity to wager any part or all of their money on a single answer! The winner is the contestant who has won the most money. ADAM even presents the winner with a very special prize!

We'll be right back to play JEOPARDY! after the following message!

# A Word From Our Sponsor

## GETTING READY TO PLAY



**POWER  
SWITCH**

**INSERT DIGITAL  
DATA PACK**

**COMPUTER  
RESET SWITCH**

**DO NOT REMOVE GAME PACK WHILE DRIVE IS OPERATING!  
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN  
THE DRIVE!**

Turn ADAM on. Insert Game Pack into either drive; then pull the Computer Reset switch.

If you are using a supplemental JEOPARDY! Question Pack, follow the instructions in the on-screen Message Area for loading the Question Pack into the drive.

### Setting up your game

The Title Screen appears on your TV or monitor. Then the Contestant Selection Screen appears. It shows three podiums on a stage. At the bottom of the screen are the Message Area and the Smart Key Labels.

Follow the instructions in the Message Area and press a Smart Key to select the number of players. (If you have one or two players, ADAM selects your competitor(s)).



After you have chosen the number of players, further instructions in the Message Area direct you to choose the sex of a contestant—male or female. If you wish, you may select a different character to represent your contestant. Then you will be directed to enter the name of the contestant, up to nine characters in length, using the ADAM keyboard.

When you have completed all the steps outlined for you in the Message Area, each podium will have a contestant seated behind it, and the contestant's name will appear on the front.

Then ADAM asks if you are using a Question Pack. If you are using your original game pack, answer no. If you wish to use a supplemental question pack, answer yes. Soon after you have completed these preparations, the first category board appears, and you are ready to begin playing JEOPARDY!.

FRENCH ART	STARTS WITH S	'70S ROCK	MARS	WHERE'S THE BEEF	HORSIN' AROUND
\$100	\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500	\$500

**DALE CHOOSE A CATEGORY**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FRENCH ART	STARTS WITH S	'70S ROCK	MARS	WHERE'S THE BEEF	HORSIN' AROUND

## Now, let's play JEOPARDY!

Here's how our game works. Player 1 uses a Smart Key to select one of the six JEOPARDY! categories. Following the instructions in the Message Area, Player 1 then uses a Smart Key to select the dollar amount of an answer in that category.

When the answer is revealed, players have seven seconds in which to "ring in". Whoever rings in first earns the opportunity to give the correct question for the revealed answer. Computer-controlled contestants can also ring in!

**NOTE:** If no contestant rings in within seven seconds, the correct question is revealed, the category board reappears, and play continues.

<b>DALE</b> <b>START THE</b> <b>QUESTION</b>	<b>III</b> <b>WHAT</b> <b>IS/ARE</b>	<b>IV</b> <b>WHAT</b> <b>WAS/WERE</b>	<b>V</b> <b>WHO</b> <b>IS/ARE</b>	<b>VI</b> <b>WHO</b> <b>WAS/WERE</b>
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The contestant who is to give the question has thirty seconds in which to type in the question, using the ADAM keyboard. Use the appropriate Smart Key to begin the question, then type in the remainder. Then press Smart Key VI.

If the question is correct, the dollar amount is added to the contestant's earnings. If the question is incorrect, the dollar amount is deducted from the contestant's earnings. The answer is revealed again, and the other players then have the opportunity to ring in and provide the correct question.

The last correct questioner chooses the next category and dollar amount. The game continues in this way until all 30 answers on the category board have been revealed.

## DAILY DOUBLE

The contestant who chooses the Daily Double answer has the opportunity to greatly increase his earnings! Before the answer is revealed, ADAM asks the contestant to wager any amount of money from \$5 to the maximum that player has earned so far. The answer is then revealed and the contestant has 30 seconds to type in the question. A correct question adds the amount of the wager to the player's earnings; an incorrect answer deducts the amount!

If a contestant gets a Daily Double when he has \$0 or is in the "minus column", he may wager any amount up to the value of the highest dollar amount answer on the board—\$500 in JEOPARDY! or \$1000 in DOUBLE JEOPARDY!.

## DOUBLE JEOPARDY!

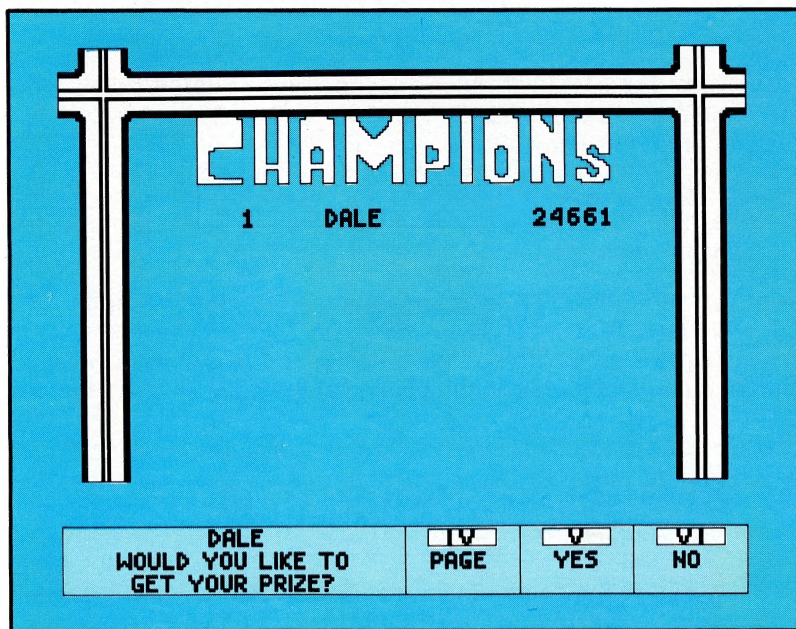
The contestant with the least amount of money at the end of the first JEOPARDY! round selects the first category and dollar amount in DOUBLE JEOPARDY!. The answers are more difficult and there's more money involved—the dollar amounts of each answer have been doubled! Also, there are two Daily Doubles hidden somewhere on the DOUBLE JEOPARDY! board.

The game is played just like the first round of JEOPARDY!. When all the answers on the DOUBLE JEOPARDY! board have been revealed, contestants move to the third, and final, round. Contestants with a score of \$0 or less do not move on to FINAL JEOPARDY! In one and two-player games, computer contestants do not move on to FINAL JEOPARDY! It's all-or-nothing as the FINAL JEOPARDY! round determines the winner of the game!

## FINAL JEOPARDY!

The FINAL JEOPARDY! category is revealed and instructions to the contestants on wagering and other procedures are shown. Other players should not look at the screen when a contestant is wagering and typing in his FINAL JEOPARDY! question. Afterward, all questions and wagers are shown, the correct question is revealed, and the winner is determined.





The champion's name, champion number and total amount of earnings are shown on the JEOPARDY! Champions Screen. The Champions Screen can accommodate two pages of names. Press Smart Key IV to see the other page of champions.

ADAM has a special prize in store for the winner! Follow the instructions in the Message Area and use the Smart Keys to get your prize! Then, if you wish, you may start a new game. You can keep the same contestants or start over with one, two or three new players. You can even bring back returning champions to try and add to their earnings. Just use the Smart Keys to set up a new JEOPARDY! game!

**NOTE:** You can bring a champion back in a future game, but you're putting your champion on the line! If your champion loses, the new winner takes his place on the Champions Screen.

## STORING A GAME

Don't worry if you are interrupted or cannot finish a JEOPARDY! game for some other reason. ADAM can save your game for you to finish playing at a later time!

During a game, press STORE/GET on the ADAM Keyboard. Follow the directions in the Message Area and use the Smart Keys. ADAM stores your game on the JEOPARDY! data pack.

When you are ready to play JEOPARDY! again, load the digital data pack as usual. After the Title Screen, ADAM asks if you wish to continue your last game. Press Smart Key V, and ADAM retrieves your stored game, ready to continue playing at the point at which you left off!

## USING YOUR CONTROLS

### One-Player Game

Use the ADAM Keyboard. Touch the Space Bar to "ring in" when an answer is revealed on the JEOPARDY! category board.

### Two Player Game

Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller.

### Three-Player Game

Player 1 uses the ADAM Keyboard. Player 2 uses the Port 1 Controller. Player 3 uses the Port 2 Controller. Press either Side Button to "ring in" when an answer is revealed on the JEOPARDY! category board.

Keypad Buttons 1-6 can be used to perform the same functions as the Smart Keys on the ADAM Keyboard.

**All** players use the ADAM Keyboard to type in questions and to enter wagers during Daily Doubles and FINAL JEOPARDY!.



## Special Key Features

There are several functions that can be carried out through the use of the ADAM Keyboard, to enhance JEOPARDY! game play.

- **WILD CARD:** An active contestant can press the WILD CARD key to move from the Category Board Screen to the Contestant Screen. This can be useful when the contestant wants to check on his finances, before selecting a category and an answer. Pressing WILD CARD again returns you to the Category Board Screen.

- **UNDO:** An active contestant can press the UNDO key to return to the previous function. This can be used during game set-up to change the number of players, character graphic, contestant name, etc. Or, it can be used after typing in a question (before pressing Smart Key VI—DONE) to erase the typed-in question, allowing you to enter a different response.

- **CONTROL/B:** An active contestant can hold down the CONTROL key, then press B on the ADAM Keyboard, to pause the game at any time. To return to the game, press any key on the ADAM Keyboard (except CONTROL, SHIFT or LOCK). Or, press any Keypad Button on either hand controller.

- **CONTROL/V:** An active contestant can hold down the CONTROL key, then press V on the ADAM Keyboard, to stop the game music at any time. Pressing CONTROL/V again makes the game music resume.

**NOTE:** While playing JEOPARDY!, it is not necessary to use the SHIFT or LOCK keys on the ADAM Keyboard. If the SHIFT and LOCK keys are pressed, the Smart Keys will not function. If this happens, just press LOCK and the Smart Keys will function again.

## Care of Equipment

1. Do not remove a digital data pack or disk from its drive while the drive is operating. This could damage the storage medium or the drive itself.
2. Do not turn the power on or off when a digital data pack or disk is in a drive. This could affect stored data.
3. Digital data packs and disks are sensitive storage media and should be kept away from magnets, the ADAM printer, the TV or monitor, a telephone or any other electrical device. These devices could produce erasure of stored data.
4. Digital data packs and disks should also be protected from dust, water and extreme temperatures, as these may adversely affect their performance or maintenance of stored data.

## 90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this digital data pack (the "Digital Data Pack") will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the Digital Data Pack shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

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### **SERVICE POLICY**

Please read your Owner's Manual carefully before using your Digital Data Pack. If your Digital Data Pack fails to operate properly, please refer to the trouble-shooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.**

If Customer Service advises you to return your Digital Data Pack, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your Digital Data Pack is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the Digital Data Pack is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your Digital Data Pack requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

**IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.**





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